

TANDY®

Color Computer
64K

Cat. No. 26-3293

Join Professor Chance, better known as **Ghana Bwana**, on his hazardous quest for the "Great Secret" of legendary Erebus Island. Use your wit and quick reflexes to make your way through the many perils of this hostile and mysterious land. If your luck holds, you may reach the treasure site, the final and ultimate challenge!

The equipment you require on this adventure includes the Tandy Color Computer with 64K and Color BASIC and a disk drive. You can add even more excitement with a Multi-Pak Interface, a Speech-Sound Pak, and a joystick.



GETTING STARTED

WITH GHANA BWANA



GHANA BWANA Program:
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OBJECT OF THE GAME

THE GAME HAS 9 SCENES. YOU MUST COLLECT ALL THE PIECES OF MAP IN EACH OF THE FIRST 7 SCENES BEFORE THE TIME RUNS OUT. AS YOU PICK UP THE PIECES, THE MAP IS DISPLAYED IN THE UPPER LEFT CORNER. BE CAREFUL! THERE ARE MANY PERILS TO BE AVOIDED. AT THE EIGHTH SCENE YOU MUST GET TO THE BALLOON AND MAKE YOUR ESCAPE. IN THE NINTH SCENE YOUR BALLOON IS SHOT DOWN, YOU RETURN TO THE FIRST SCENE, AND BEGIN THE NEXT ROUND OF THE GAME.

EQUIPMENT

TO PLAY THIS EXCITING ADVENTURE GAME, YOU NEED THE TANDY® COLOR COMPUTER WITH 64K AND COLOR BASIC AND A DISK DRIVE. ADD EVEN MORE FUN WITH A MULTI-PAK INTERFACE, A SPEECH-SOUND PAK, AND A JOYSTICK.

LOADING INSTRUCTIONS

1. TURN ON YOUR COMPUTER, AND INSERT THE DISKETTE INTO DRIVE \emptyset .
2. TYPE **RUN** "*" AND PRESS **(ENTER)**. YOU CAN NOW REMOVE THE DISKETTE FROM THE DRIVE. IF YOU LEAVE THE DISKETTE IN THE DRIVE, THE HIGH SCORES ARE SAVED TO THE DISKETTE.
3. PRESS ANY KEY TO CONTINUE. THE COPYRIGHT INFORMATION IS DISPLAYED WITH THE PROMPT: **USE FIRE BUTTON TO START GAME OR ENTER TO CHANGE OPTIONS.**
4. PRESS THE FIRE BUTTON ON YOUR JOYSTICK (OR THE SPACE BAR) TO BEGIN THE GAME, OR PRESS **(ENTER)** TO DISPLAY THE **OPTIONS** SCREEN.
5. AT THE **OPTIONS** SCREEN, SELECT 1-3 TO CHANGE THE NUMBER OF PLAYERS, THE CONTROLLER EACH PLAYER IS USING, OR THE LEVEL OF DIFFICULTY FOR THE GAME.
6. PRESS **(BREAK)**, AND RETURN TO STEP 4.

PLAYING THE GAME

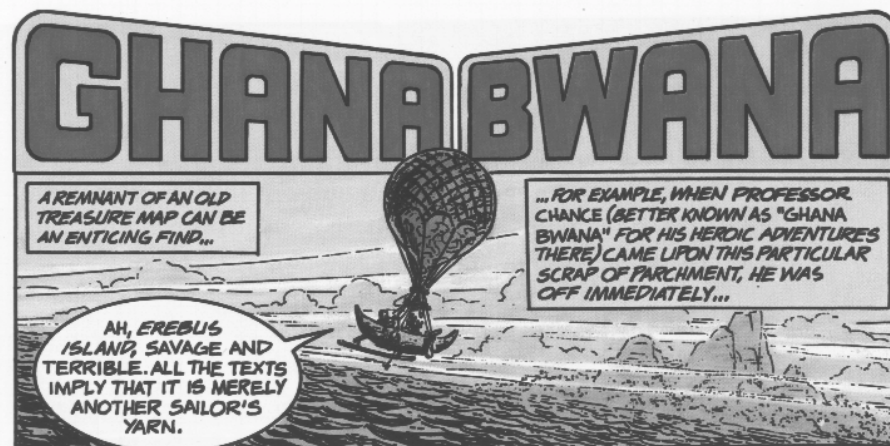
TO PLAY THE GAME USE ONE OF THE JOYSTICKS, OR THE KEYBOARD. MOVE THE JOYSTICK OR PRESS THE APPROPRIATE ARROW KEY TO MOVE IN THE DESIRED DIRECTION. TO PICK UP OBJECTS, SIMPLY MOVE OVER THEM. TO JUMP OR TO SHOOT ARROWS, USE THE FIRE BUTTON ON THE JOYSTICK OR THE SPACE BAR ON THE KEYBOARD. PRESS **(BREAK)** TO EXIT THE GAME, AND **(ENTER)** TO PAUSE. PRESS ANY KEY TO RESUME A PAUSED GAME. PRESSING **(CLEAR)** ERASES PREVIOUS HIGH SCORES.

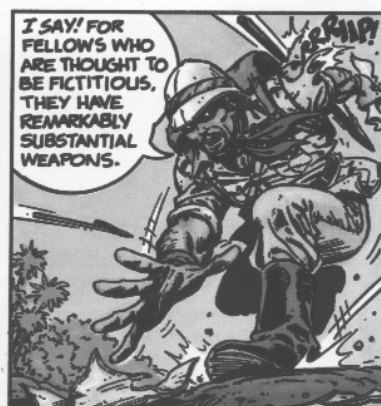
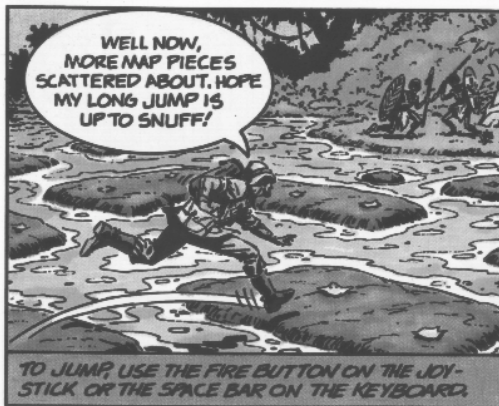
SCORING

PIECE OF MAP	20 POINTS
BOW	70 POINTS
GOLDEN KEY	250 POINTS
GUARDIAN	500 POINTS
TREASURE CHEST	2500 POINTS

IN EACH OF THE FIRST 8 SCENES, A **BONUS TIMER** DISPLAYS THE SECONDS LEFT TO PLAY IN THAT SCENE. IF THE TIME RUNS OUT BEFORE THE LAST BIT OF MAP IS COLLECTED, YOU LOSE YOUR LIFE AND MUST PLAY THE SCENE OVER. IF THERE IS TIME LEFT ON THE **BONUS TIMER**, IT IS MULTIPLIED BY THE LEVEL OF DIFFICULTY AND ADDED TO YOUR SCORE.

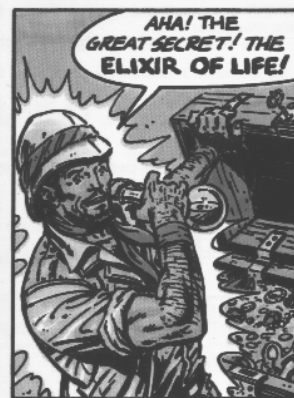
A **NEW LIFE** IS EARNED BY OPENING THE TREASURE CHEST WITH THE GOLD KEY. A **NEW LIFE** IS ALSO AWARDED FOR SCORES REACHING 25,000, 50,000, 100,000, 250,000, 500,000 AND 1,000,000. A MAXIMUM OF 5 LIVES ARE HELD IN RESERVE FOR THE NEXT ROUND OF THE GAME.







...MY BALLOON! SAFELY RESTING ON TOP OF THE PYRAMID OF PERILS.



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